

IN THE CLAIMS:

1. (currently amended) A method for controlling access to a secondary game on a gaming device during play of a primary game, comprising:

accepting a wager;

comparing the accepted wager to a preselected wager threshold; [[and]]

initiating the secondary game when the accepted wager equals the preselected wager threshold, wherein initiation of the secondary game is based only on the comparison of the accepted wager to the preselected wager threshold; and

reporting an outcome for at least one of play of the primary game and play of the secondary game.

2. (currently amended) The method of claim 1, wherein accepting the wager comprises accepting the wager for play on a of the primary game.

3. (original) The method of claim 1, further comprising initiating the secondary game when the accepted wager exceeds the preselected threshold.

4. (original) The method of claim 1, wherein comparing the accepted wager comprises comparing the accepted wager to a maximum wager.

5. (original) The method of claim 1, wherein comparing the accepted wager comprises comparing the accepted wager to an amount less than a maximum wager.

6. (previously presented) The method of claim 1, further comprising:

establishing a second preselected wager threshold;

identifying play associated with a player tracking card; and

initiating the secondary game when a wager in the identified play equals the second preselected wager threshold, wherein initiation of the secondary game is based only on the comparison of the accepted wager in the identified play to the second preselected wager threshold.

7. (currently amended) A system for allowing secondary play on a gaming device having a primary game and a secondary game, the system comprising:

a prestored trigger;

a determiner structured to compare a wager to the prestored trigger; and

a controller coupled to the determiner and structured to initiate the secondary game responsive to a signal received from the determiner, wherein initiation of the secondary game by the controller is based only on the comparison of the wager to the prestored trigger, said controller further structured to report an outcome for at least one of play of the primary game and play of the secondary game.

8. (original) The system of claim 7, further comprising a first indicator coupled to the primary game and a second indicator coupled to the secondary game.

9. (original) The system of claim 8, wherein the first indicator is a reel.

10. (original) The system of claim 8, wherein the second indicator is a reel.

11. (original) The system of claim 7, wherein the prestored trigger is a wager type.

12. (original) The system of claim 11, wherein the wager type is a maximum wager.

13. (original) The system of claim 7, wherein the prestored trigger is a wager amount.

14. (original) The system of claim 7, wherein the prestored trigger is a wager source.

15. (original) The system of claim 14, wherein the wager source is a player tracking card.

16. (currently amended) A method of initiating a secondary game on a gaming device during play of a primary game, said method comprising:

permitting play on [[a]] the primary game;

accepting a wager;

comparing the wager to a predetermined threshold;

permitting play on a secondary game when the wager equals the predetermined wager threshold, wherein permission to play the secondary game is based only on the comparison of the wager to the predetermined threshold;

reporting a first outcome responsive to play on the ~~primary game~~ gaming device; and

reporting a second outcome responsive to play on the ~~secondary game~~ gaming device.

17. (original) The method of claim 16, wherein the first outcome is a primary game outcome and the second outcome is a secondary game outcome.

18. (original) The method of claim 16, wherein the first outcome is a secondary game outcome and the second outcome is a primary game outcome.

19. (original) The method of claim 16, wherein the first outcome is a randomly selected outcome.

20. (original) The method of claim 16, wherein play on the secondary game is permitted when the wager exceeds the predetermined wager.

21. (currently amended) A system for accessing a secondary game on a plurality of gaming machines during play of a primary game, said system comprising:

a server coupled to the plurality of gaming machines;

a wager threshold;
a data input device configured to accept a wager; and
a comparator configured to relate the wager to the wager threshold and generate a signal to initiate a secondary game based only on the relation of the wager to the wager threshold.